AMENDMENTS TO THE CLAIMS:

This listing of claims will replace all prior versions, and listings, of claims in the application:

Claims 1-9. (Cancelled).

10. (Currently Amended) A method of controlling game play in a sports video game, wherein a user interactively controls a sports game character in a virtual sports game environment using a game controller, the method comprising:

defining initial character parameters for the sports game character and an opposing sports game character for use during game play, wherein the initial character parameters define play characteristics for the game character and the opposing game character;

detecting user input from at least one control element on the game controller requesting an animated action by the game character;

reading an adrenaline value from an analog control element on the controller indicating a level of aggression desired by the user for the animated action, wherein the analog control element is different from said at least one control element;

adjusting at least one of the initial character parameters for the game character based on the adrenaline value; [[and]]

performing the animated action by the game character using the at least one adjusted character parameter, wherein the at least one adjusted character parameter is related to the animated action and influences the success or failure of the action depicted by the animated action; and

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adjusting at least one of the initial character parameters for the opposing character based on the adrenaline value and performing an animated action by the opposing character at the same time as the game character's animated action using the adjusted character parameter for the opposing character.

11.   (Cancelled).

12.   (Cancelled).

13.   (Currently Amended) The method of claim 10~~12~~, wherein the sports video game includes a momentum feature that can affect game play, said method further including adjusting a momentum value based at least in part on the adrenaline value that is used for an animated action.

14.   (Currently Amended) The method of claim 10~~12~~, wherein the sports video game is a basketball game.

15.   (Original) The method of claim 10, further including adjusting a plurality of character parameters based on the adrenaline value.

16.   (Original) The method of claim 14, wherein the at least one character parameter includes a shooting percentage for the character.

17.   (Original) The method of claim 14, wherein the at least one character parameter includes a foul percentage for the character.

18.   (Original) The method of claim 14, wherein the at least one character parameter includes a blocking percentage for the character.

19.   (Original) The method of claim 10, wherein the control element is an

analog button and adjusting at least one initial character parameter includes scaling the at

least one parameter based on a relative position of the analog button at the time the

animated action is requested by the player.

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